Asynchronous Zero-copy Communication for Synchronous Sockets in the Sockets Direct Protocol over InfiniBand

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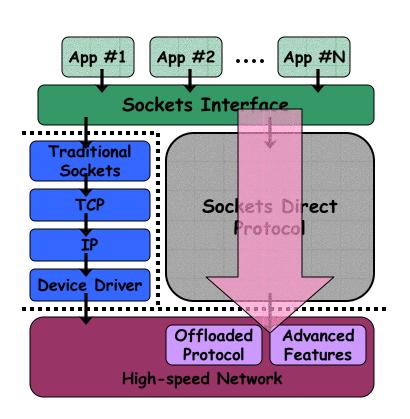
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InfiniBand Overview

- An emerging industry standard
- High Performance
 - Low latency (about 2us)
 - High Throughput (8Gbps, 16Gbps and higher)
- Advanced Features
 - Hardware offloaded protocol stack
 - Kernel bypass direct access to network for applications
 - RDMA operations direct access to remote memory

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Sockets Direct Protocol (SDP)



- High-Performance Alternative to TCP/IP sockets for IB, etc.
- Hijack and redirect socket calls
- Application transparent
 - Binary compatibility (most cases)
- Utilizes IB capabilities
 - Offloaded Protocol
 - RDMA operations
 - Kernel bypass

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Sockets APIs Supported by SDP

	Synchronous Sockets	Asynchronous Sockets	Extended Sockets (OSU Specific)*
Communication	Synchronous (Asynchronous	Asynchronous
Operations Outstanding	At most one	More than one	More than one
SDP Implementations	BSDP, ZSDP, AZ-SDP	BSDP, ZSDP	BSDP, ZSDP
Existing Applications	Most	Few	Very few
Potential for Performance	Limited	High	High

(Portions of this table have been borrowed from Mellanox Technologies)

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^{*} RAIT05: "Supporting iWARP compatibility and features for regular network adapters". P. Balaji, H. -W. Jin, K. Vaidyanathan and D. K. Panda. RAIT Workshop; in conjunction with Cluster '05

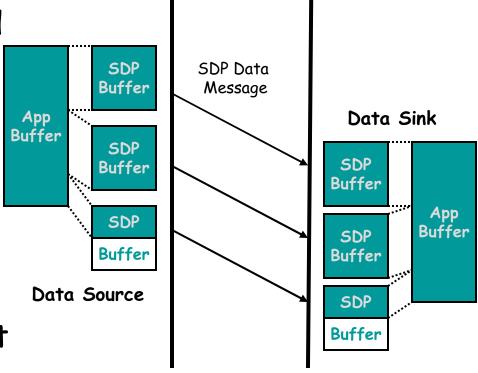
Presentation Layout

- § Introduction and Background
- § Understanding Asynchronous Zero-copy SDP
- § Design Issues in AZ-SDP
- § Performance Evaluation
- § Conclusions and Future Work

Buffer-copy SDP (BSDP)

Several buffer-copy based implementations of SDP exist

- OSU, Mellanox, Voltaire
- HCA offloads transport and network layers
- Copy overhead still present

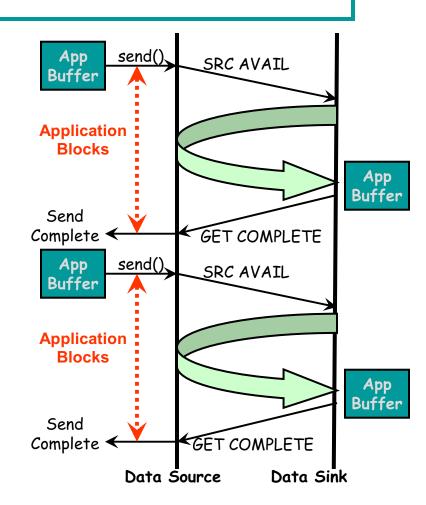


ISPASSO4: "Sockets Direct Protocol over InfiniBand in Clusters: Is it Beneficial?". P. Balaji, S. Narravula, K. Vaidyanathan, S. Krishnamoorthy and D. K. Panda. IEEE International Conference on Performance Analysis of Systems and Software (ISPASS), 2004.

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Zero-copy SDP (ZSDP)

- Implemented by Mellanox
 - RDMA Read based design
- Benefits of zero-copy
- Limited by the API of Synchronous Sockets
 - At most one outstanding communication request
 - Control message latency (50% time for 16K message)
- Intolerant to Skew



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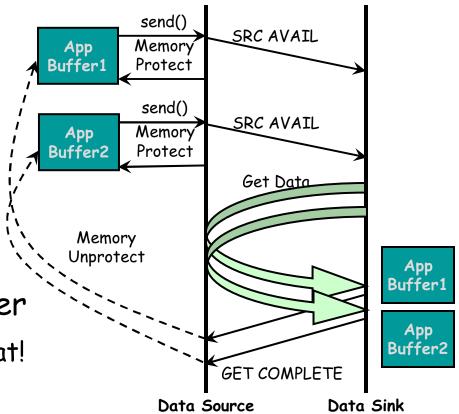
Asynchronous Zero-copy SDP (AZ-SDP)

- Basic zero-copy communication is synchronous
 - Data communication accompanied by control messages
 - Communication will be latency bound
- Asynchronous Zero-copy SDP
 - Utilize the benefits of asynchronous communication (more than one outstanding communication operation)
 - Maintain the semantics of synchronous sockets (application can assume that it is using synchronous sockets)
 - Objectives: Correctness, Transparency and Performance
 - Key Idea: Memory protect buffers

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AZ-SDP Functionality

- Send returns as soon as communication is initiated
 - Application "thinks" communication is synchronous
- Memory unprotected after communication completes
- If application touches buffer
 - Communication complete: Great!
 - Else PAGE FAULT generated



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Design Issues in AZ-SDP



Handling a Page Fault

- Block-on-Write: Wait till the communication has finished
- Copy-on-Write: Copy data to internal buffer and carry on communication
- Handling Buffer Sharing
 - Buffers shared through mmap()
- Handling Unaligned Buffers
 - Memory protection is only in the granularity of a page
 - Malloc hook overheads

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Handling a Page Fault

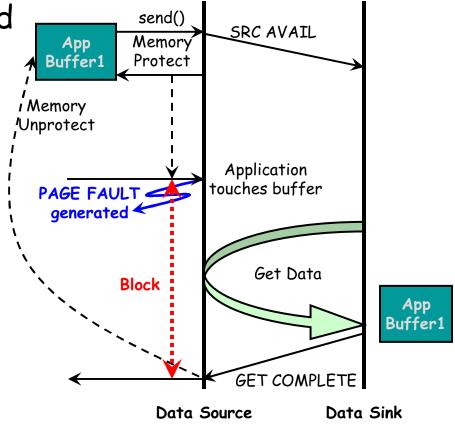
- Memory protection needed to disallow the application from accessing an occupied communication buffer
- Page fault generated on access
 - Number of page faults generated are application dependent
- Two approaches for handling the page-fault
 - Block on Write
 - Copy on Write

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Block-on-Write

- Optimistic approach to avoid blocking for communication
 - ZSDP blocks during the communication call
 - AZ-SDP delays blocking
- Advantage:
 - Zero-copy communication
 - SDP specification compliant
- Disadvantage:

Not skew tolerant



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Copy-on-Write

 Enhances the functionality of Block-on-Write

- Does not blindly block

Advantage:

 Zero-copy communication when possible

Skew tolerant when receiver is not ready

Disadvantage

- Not SDP specification compliant

send() SRC AVAIL Memory App Protect Buffer1 Application Memory touches buffer **Jnprotect** PAGE FAULT Atomic Lock generated 🚣 Atomic Lock App Successful Buffer1 opy to temp. buffer___ SRC UPDATE App Data Source Data Sink

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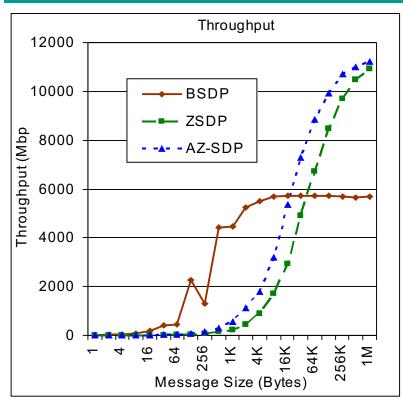
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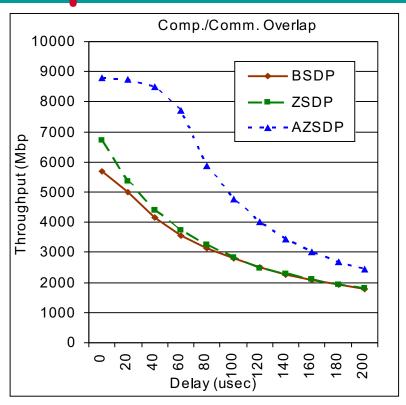
Experimental Test-Bed

- 4 node cluster
 - Dual 3.6 GHz Intel Xeon EM64T processors (2 MB L2 cache),
 512 MB of 333 MHz DDR SDRAM
 - Mellanox MT25208 InfiniHost III DDR PCI-Express adapters (capable of a link-rate of 16 Gbps)
 - Mellanox MTS-2400, 24-port fully non-blocking DDR switch

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Throughput and Comp./Comm. Overlap

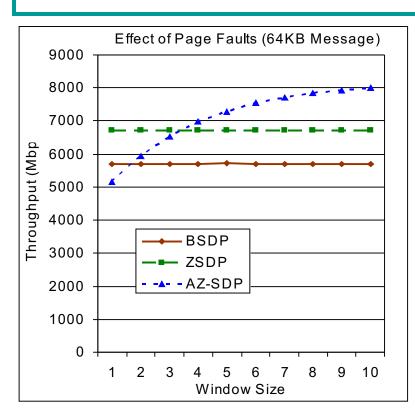


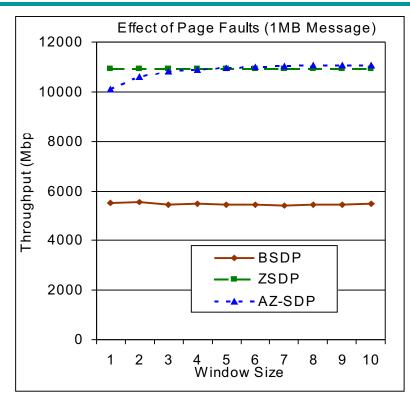


- 30% improvement in the throughput
- Up to 2X improvement in computation/communication overlap tests

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Impact of Page-faults





When application touches the communication buffer very frequently,
 PAGE FAULT overheads degrade AZ-SDP's performance

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Conclusions and Future Work

- · Current Zero-copy SDP approaches: Very restrictive
- AZ-SDP brings the benefits of asynchronous sockets to synchronous sockets in a TRANSPARENT manner
- 30% better throughput and 2X improvement in computation-communication overlap tests
- Analysis with applications and large-scale clusters
- Integration with OpenIB/Gen2

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Acknowledgements

Our research is supported by the following organizations

Current Funding support by





































Web Pointers



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